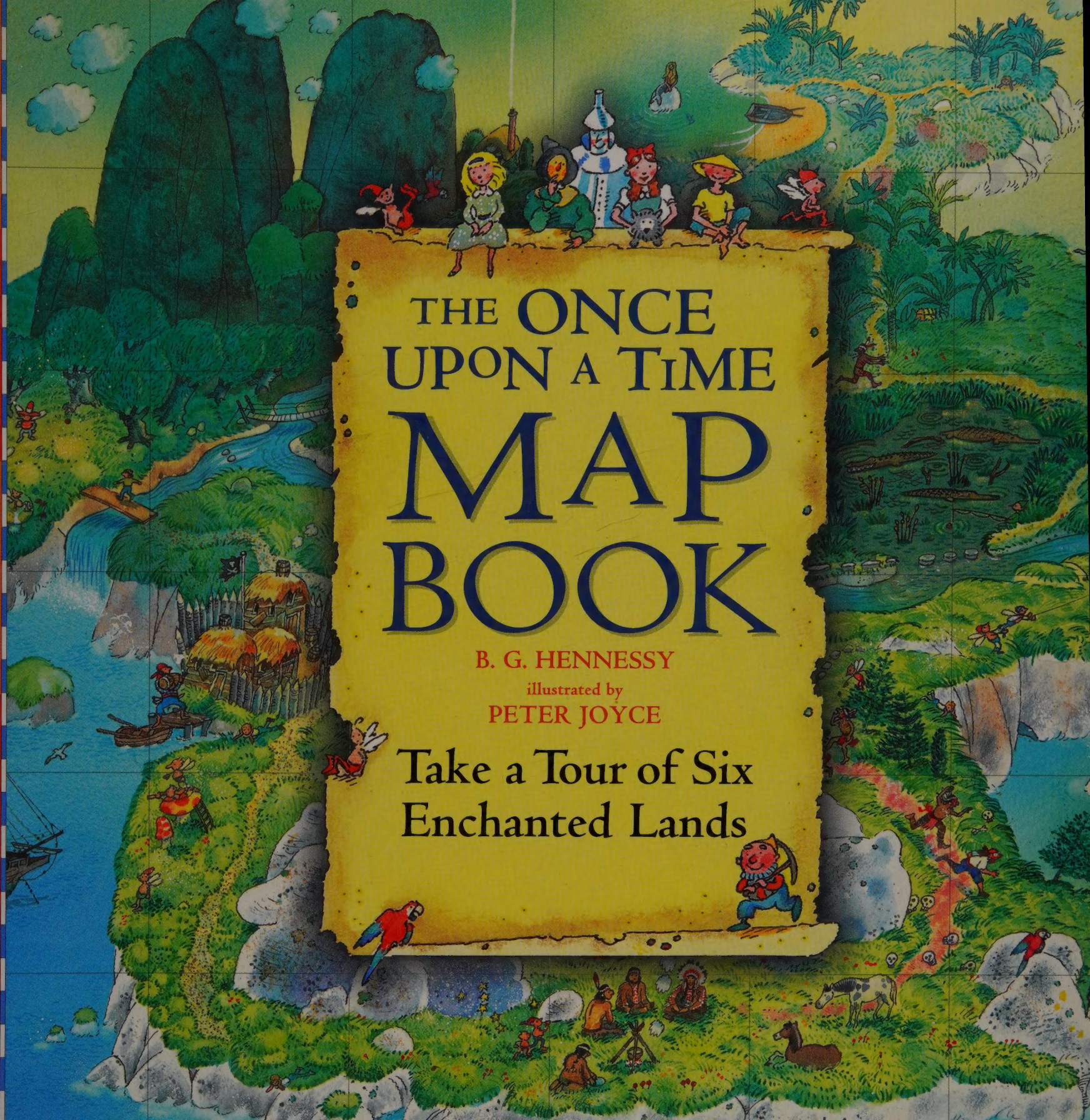
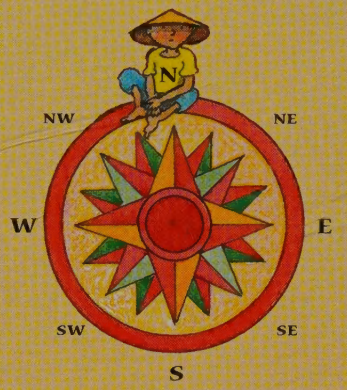

THE ONCE UPON A TIME
MAP BOOK
B. G. HENNESSY
illustrated by
PETER JOYCE
Take a Tour of Six Enchanted Lands

THE ONCE UPON A TIME MAP BOOK



Tour Neverland
with Peter Pan,

the Land of Oz
with Dorothy,

Wonderland
with Alice,

the Giant's
Kingdom
with Jack,

Aladdin's Kingdom
with the Genie,

and the
Enchanted
Forest with
Snow White.

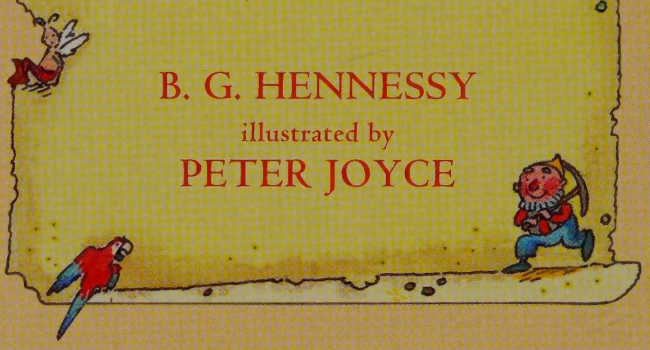
THE ONCE UPON A TIME MAP BOOK

Come on a tour of six magical Once Upon a Time lands.

You will have a map and directions for each land. Around each map are letters and numbers to help you find your way. A compass shows the directions of north, south, east and west. A key identifies local routes and distances.

There are treasures hidden in each land. See if you can find all six.

B. G. HENNESSY
illustrated by
PETER JOYCE



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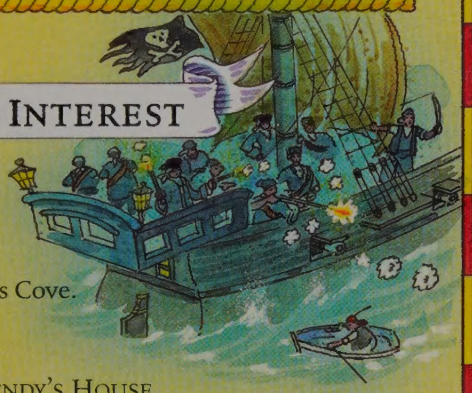
PETER PAN AND TINKERBELL'S TOUR OF

NEVERLAND

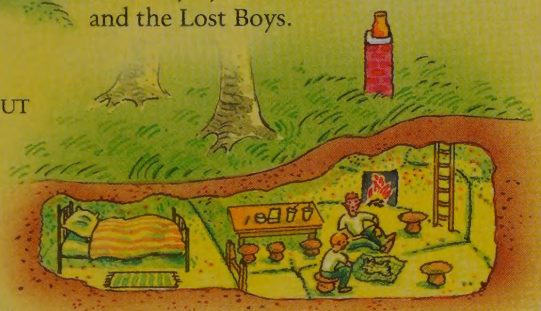
Join Peter Pan and Tinkerbell to begin your tour of Neverland. Travel through jungles, swamps and mountains, along creeks and through treacherous swamps. Peter and Tink have hidden a magical treasure chest filled with pixie dust somewhere along the way. See if you can find it!

POINTS OF INTEREST



THE JOLLY ROGER
A handsome ship for some dastardly pirates, now anchored in Pirate's Cove.

WENDY'S HOUSE
The original cottage built for Wendy by Peter and the Lost Boys.

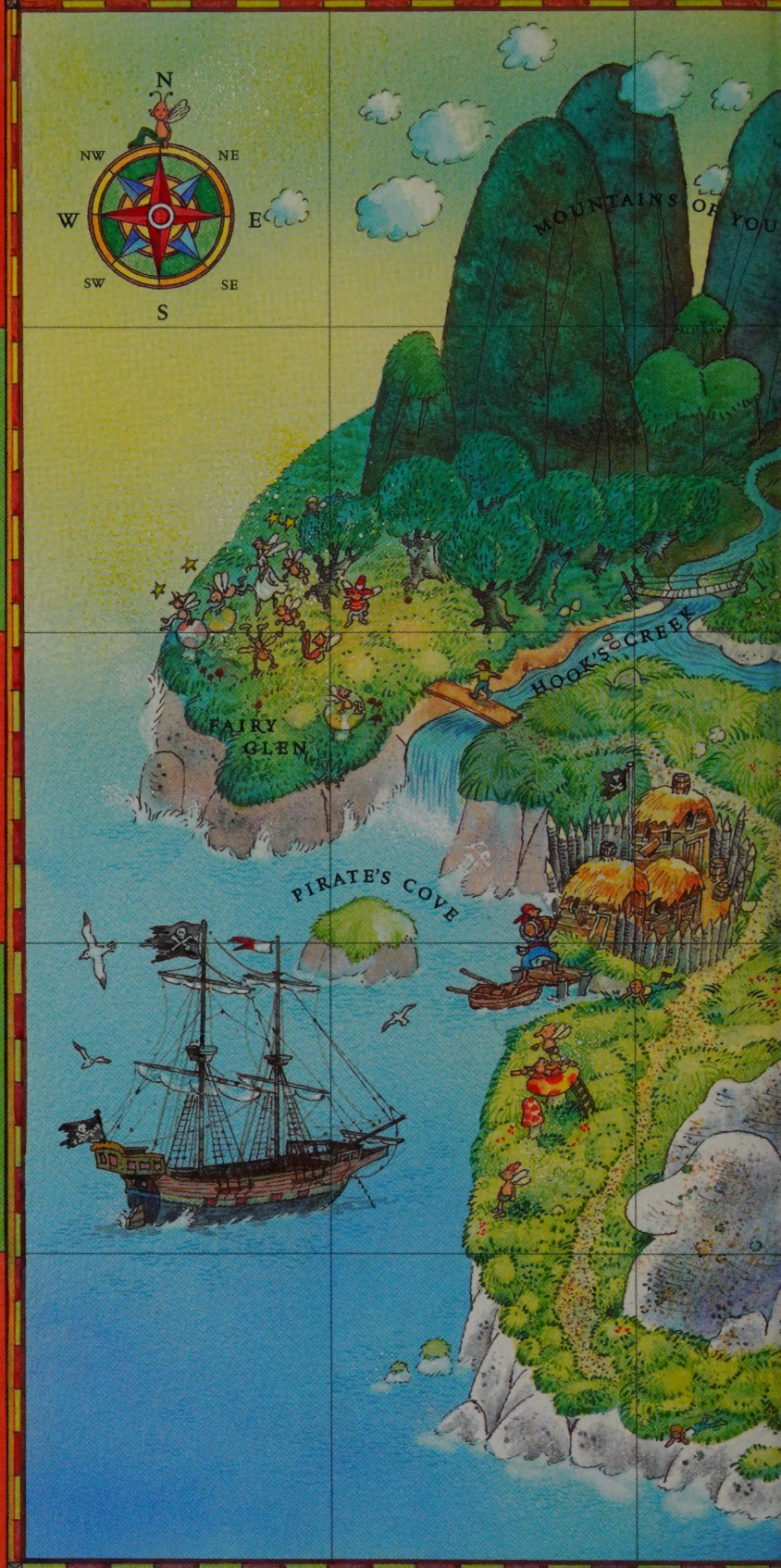


PETER'S HIDEOUT
Most of it is underground and unknown to Hook and his crew.

DANGER

Watch out for crocodiles — especially ones that tick!

Stay away from pirates!



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MERMAID COVE
CROCODILE SWAMP
PIRATE RIVER
TIGER LILY LAGOON
NEVERLAND
• Moor your boat at Mermaid Cove (E1).
• Take the sandy path east. Where the path splits, go south through the jungle.
• At Crocodile Swamp follow the path east. Go around the swamp and use the stepping stones to cross the bog at Pirate River (E3).
• Go 2 Pirate miles west on the rock path. Then follow it behind the waterfall (D3).
• Head southeast on the rock path.
• At the twin trees take the war path until it ends at the Indian camp (D5).
• Go west 6 Pirate miles. At the rock that looks like a duck, take the coastal path north towards Pirate Village.
• Continue northwest around Pirate's Cove and cross Hook's Creek on the gangplank.
• Follow the bank upstream to the rope bridge. Then cross the creek again.
• Peter Pan and Tinkerbell will take you to Peter's hideout and then north to Wendy's house.
Did you find the treasure chest?
The seven Lost Boys are hiding. How many can you find?
KEY
2 PIRATE MILES
SANDY PATH
ROCK PATH
WAR PATH
COASTAL PATH

DOROTHY'S TOUR OF

THE LAND OF OZ

Join Dorothy and her friends for a tour of the magical Land of Oz. Stop to visit Munchkin Land on your way to the Emerald City. The Great Oz will be waiting to take you up in his hot-air balloon. Don't forget to look for the treasure – two emerald and gold crowns.

POINTS OF INTEREST

MUNCHKIN HOUSES

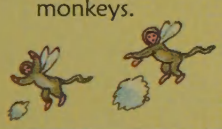
Everything is made to Munchkin size.

PALACE OF OZ

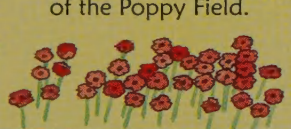
The sparkling centrepiece of the Emerald City.

DANGER

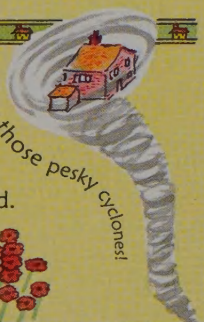
Keep your eyes open for nasty flying monkeys.



Stay clear of the Poppy Field.



Watch out for those pesky cyclones!



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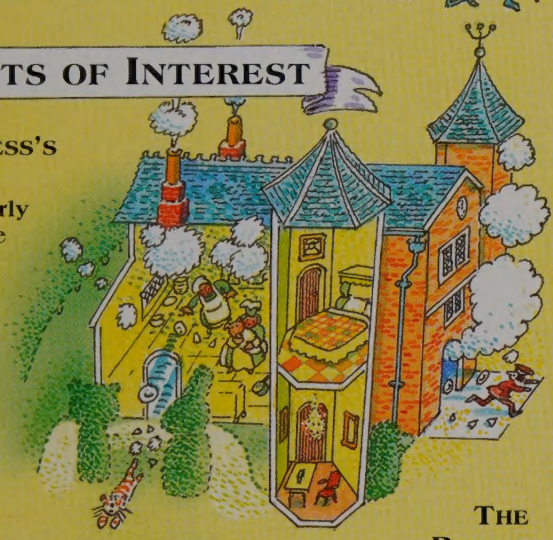
THE LAND OF OZ
• The tour starts at Dorothy's house (H4).
• Go southwest 2 Munchkin miles on the dirt road.
The Yellow Brick Road begins at the polka-dot Munchkin houses.
• Follow the Yellow Brick Road through Munchkin Land and the Great Forest to the brick bridge (D3).
• Take the rowing boat moored under the brick bridge.
Row 11 Munchkin miles upstream, passing the Poppy Field.
• Moor the boat at the turret bridge (C2) just beyond the tree that looks like a witch. Head northeast 3 Munchkin miles on the pebble path back to the Yellow Brick Road. Go west to the Emerald City.
• The Great Oz will meet you at the east gate (D1) for a tour of the city. After lunch, he'll take you on a balloon ride.
The balloon is tethered at the west gate.
• Float southwest over the Forest of Fighting Trees.
Then float east to the centre of the China Lands (B3).
• Glinda the Good Witch of the South's castle is due south. Glinda will be waiting.
Did you find the crowns?
Can you find the six buckets of water Dorothy has hidden in case the Wicked Witch of the West shows up?
POPPY FIELD
MUNCHKIN LAND
KEY
1 MUNCHKIN MILE
YELLOW BRICK ROAD
PEBBLE PATH
DIRT ROAD

Alice's Tour of WONDERLAND

Look for Alice near the Rabbit Hole. She's hoping to see her friends, the Cheshire Cat and the White Rabbit, on this tour. Because Wonderland is always changing, even Alice isn't quite sure what you'll find or where you'll be when you get there. Now where *did* she hide the tea set?

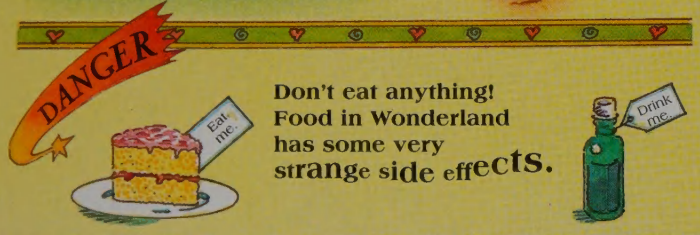
Points of Interest



The Duchess's House
It looks orderly only from the outside.

The Croquet Ground
Full of bumps and holes – a most difficult place to play.

The Rabbit Hole
Examine the walls on your way down.



Don't eat anything! Food in Wonderland has some very strange side effects.

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KEY
50 WHITE RABBIT HOPS
BRICK PATH
ZIGZAG PATH
GRAVEL PATH
DUCHESS'S HOUSE
L OF TREES
ROSE GARDEN
MAZE GARDEN
HALL OF LAMPS
WONDERLAND
▪ The tour will begin at the Rabbit Hole (H1). Go down. And down. And down.
• At the bottom (H5), turn west into the Hall of Lamps. Go through the smallest door and north into the Maze Garden.
• Find your way through the maze.
▪ Leave the maze and go west down the steps. Follow the brick path anti-clockwise around the fountain. Take the north path and go through the wooden door.
• Follow the zigzag path to the Rose Garden (E3). Follow the path around to the bush that looks like a peacock.
▪ Enter the Tunnel of Trees (E2). At the end, go south under the arch in the hedge to the Croquet Ground.
▪ Find the 2 of hearts, then the 3, 4, 5, 6, 7, 8 and 9 of hearts. They will lead you to a tree with six branches.
▪ Go through the small gate next to the tree (A3) and follow the gravel path 250 White Rabbit hops north to the March Hare's house. Enjoy the tea party!
Did you find the tea set?
Can you find the Cheshire Cat? He's in four different places.

Jack's Tour of the Giant's Kingdom

Jack has planted his last magic bean and grown a new beanstalk. There is no Giant to worry about now, and the views are breathtaking. Jack is waiting at the top, so put on your hiking shoes and start climbing. Somewhere along the way Jack has hidden his special treasure – the Giant's basket of golden eggs.

Points of Interest

Giant's Castle

Walk through the dungeon where the Giant's prisoners were kept. Don't miss a visit to the treasure room.

Hurricane Falls

The water has the force of a storm.

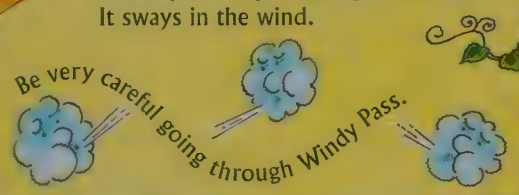
Rainbow Bridge

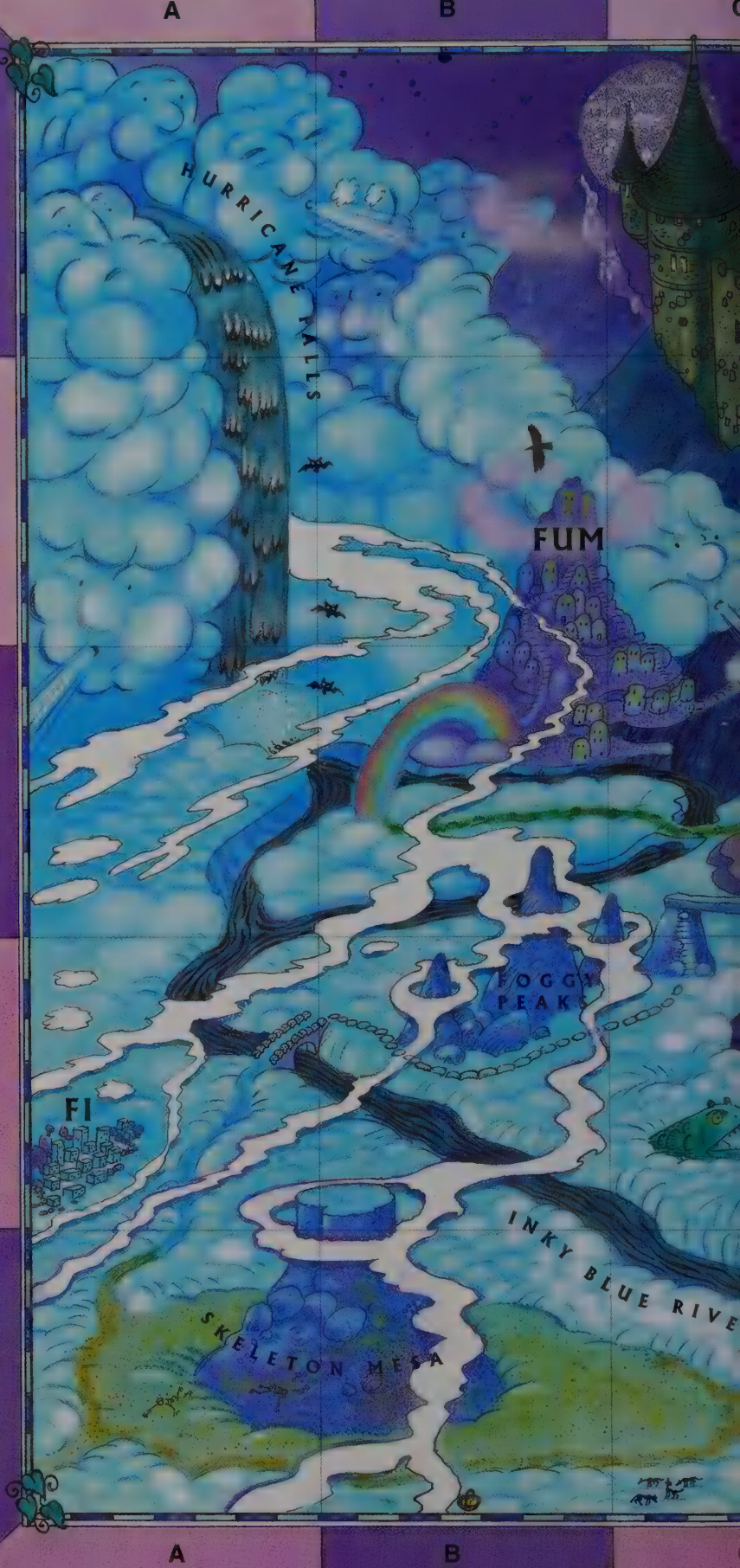
If you are lucky it will appear. There isn't any other way across Inky Blue River.

DANGER

Watch your step climbing the beanstalk! It sways in the wind.

Be very careful going through Windy Pass.





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THE GIANT'S KINGDOM
•From Jack's house (G5), climb the beanstalk to Pile of Bones Road.
•Follow Pile of Bones Road southwest 8 Giant steps to the town of Fee.
•Go west through Fee and cross Inky Blue River on the cloud bridge (C5).
•Continue west around Skeleton Mesa and go 2 Giant steps northeast past the town of Fi.
•Cross Inky Blue River again on Skull Bridge.
•Follow the rock path around Foggy Peaks. Climb the rock ledge and go across it (C3). Continue east through Boulder Flats.
•Cross Footstep Canyon on the log bridge. Continue on the rock path through the town of Fo and Golden Egg Pass (E3).
•Take the grassy path 4 Giant steps west to Rainbow Bridge (B3). Go across it and take the steps through the town of Fum.
•Climb through Windy Pass and up, up, up the Giant's stairs to the Giant's Castle. Relax and enjoy the view.
Did you find the basket of eggs?
Can you find the Giant's hen and golden harp?
KEY
1 GIANT STEP
PILE OF BONES ROAD
ROCK PATH
GRASSY PATH
GIANT'S STAIRS
FO
BOULDER FLATS
FEE
N
NW
NE
W
E
SW
SE
S

The Genie's Tour of Aladdin's Kingdom

The Genie of the Lamp is ready to take you on a tour of Aladdin's Kingdom. Join him and enjoy the exotic sights – the marketplace, the gardens, the fountains and the palaces. Perhaps you will find a magic lamp of your own! During your visit, remember to look for Aladdin's magic flying carpet.

Points of Interest

Aladdin's Palace
Considered by many to be the finest palace in the world.

Cave of Treasures
The halls are filled with gold, silver and jewels.

Water Well and Wishing Well
Make sure you know the difference, or your wish may not come true!

WATER WELL

WISHING WELL

DANGER

Watch out for the Evil Magician. Trust no one!

Don't touch anything in the Cave of Treasures, or it will collapse around *you!*

A B

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ALADDIN'S PALA

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SULTAN'S PALACE

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TWIN MOUNTAINS
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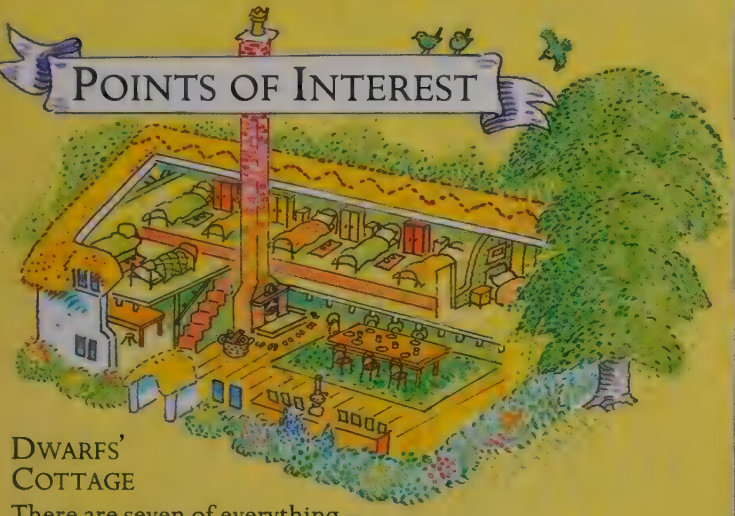
ALADDIN'S KINGDOM
▪ Tie up your camel outside the gates (H5).
• Go west through the gates. At the Water Well (E5), turn north and climb two flights of steps to the Fountain of Elephants (E3).
▪ Go anti-clockwise around the fountain and turn southwest down the Street of Palms. Go under the blue-tiled archway (D4) and walk south to the Wishing Well (D5).
▪ At the Wishing Well, take 20 Genie steps west. Turn north and go under the Purple Leopard Archway and into Merchants' Marketplace.
• Walk west past the carpet-seller and climb the golden steps to the grounds of the Sultan's Palace (B4).
• Leave through the door in the north wall. Follow the red carpet (B3) 43 Genie steps to Aladdin's Palace.
After a tour of the palace, picnic in the gardens with Aladdin and the Genie.
• Leave the gardens through the east gate. Turn north on Camel Road (F2).
▪ Aladdin and the Genie will take you beyond Twin Mountains to the Cave of Treasures.
Did you find the flying carpet?
Can you find Ali Baba . . . and his forty thieves?
KEY
10 GENIE STEPS
STREET OF PALMS
RED CARPET
CAMEL ROAD
D
E
F
G
H

SNOW WHITE AND THE SEVEN DWARFS' TOUR OF

THE ENCHANTED FOREST

The Enchanted Forest is the last stop on your trip. With Snow White and the Seven Dwarfs, scale the Jewel Hills for a panoramic view of Mirror Lake and the Evil Queen's orchard. The dwarfs have decorated a beautiful mirror with jewels from their mines. Can you find it?

POINTS OF INTEREST



DWARFS' COTTAGE

There are seven of everything – the playhouse you've always wanted!

JEWEL MINES

Don't miss the seven mines – gold, silver, copper, ruby, diamond, emerald and sapphire.

DANGER

Don't eat any apples – no matter how delicious they look.

DIAMOND HILL
COPPER HILL
SILVER HILL
GOLD HILL
MIRROR LAKE
THE ENCHANTED FOREST
• Snow White will meet you at the palace gates (A3).
• Head south through the Royal Hunting Grounds. At the stables, take the hunter's path east to the stone wall.
• Follow the stone wall north 2 Dwarf miles to the wooden gate.
• The Seven Dwarfs will meet you there and help you find your way north through the bramble thicket.
• At the end of the thicket, take the dirt path 2 Dwarf miles to the huntsman's hut (C3).
• Follow the dirt path west and climb Sapphire Hill. Cross the hanging bridge to Ruby Hill. Go around Ruby Hill and continue east, crossing the Jewel Hills on the hanging bridges until you reach Gold Hill (F2).
• Take the miner's trail down towards Mirror Lake. DO NOT GO OVER THE STONE BRIDGE. This part of the forest is still under an evil spell. Head west and walk anti-clockwise around the lake, passing the Evil Queen's orchard.
• At the circle of trees, enter the deep, dark forest (D4). Follow the winding stream to the wooden footbridge (E5).
• Cross the wooden footbridge and climb up to the Dwarfs' cottage.
Did you find the mirror?
Can you find the basket of poisoned apples dropped by the Evil Queen?
Your tour of the Lands of Once Upon a Time is over. Hop on the Royal Coach for the trip home, where everyone lives happily ever after!
KEY
2 DWARF MILES
HUNTER'S PATH
DIRT PATH
MINER'S TRAIL
WINDING STREAM
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It's the fairytale trip of a lifetime! Join Peter Pan, Snow White and many more of your favourite storybook characters in a tour of the lands of Once Upon a Time.

This spectacular travel guide contains:

- comprehensive maps of each land
- special points of interest
- detailed routes to follow
- hidden objects to find
- danger lurking on every page!

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